THE SMURFS™
Roleplaying Game
QUICK-START GUIDE
by Kevin Borrup
© Peyo
x
MAESTRO MEDIA

THE SMURFS™ Roleplaying Game

CREDITS

GAME DESIGNER: Kevin Borrup

Based on the Burn2d6 System created by Kevin Borrup

PRODUCER: Jason Azevedo

DEVELOPER: Jonathan Gilmour-Long

EDITOR: Patrick Morrison

GRAPHIC DESIGN & LAYOUT: Jason Azevedo

ADDITIONAL GRAPHIC DESIGN: Peter Wocken

ILLUSTRATOR: Alain Peral & Ludo Borecki

BUSINESS DEVELOPMENT: Javon Frazier

MARKETING: Lucy Martinez

OPERATIONS: Eric Bertrand

PROJECT MANAGEMENT: William Foster

TALENT MANAGEMENT: Daryl Andrews

COMMUNITY MANAGEMENT: Cody Underwood, Charlie Gill & Troy Thompson

SPECIAL THANKS TO IMPS THE SMURFS TEAM!

© Peyo - 2024 Licensed through Lafig Belgium - **www.smurf.com**

Maestro Media Ventures 15243 La Cruz Drive #1114 Pacific Palisades, CA 90272
Maestro Media Ventures **www.maestromedia.com**

Introduction

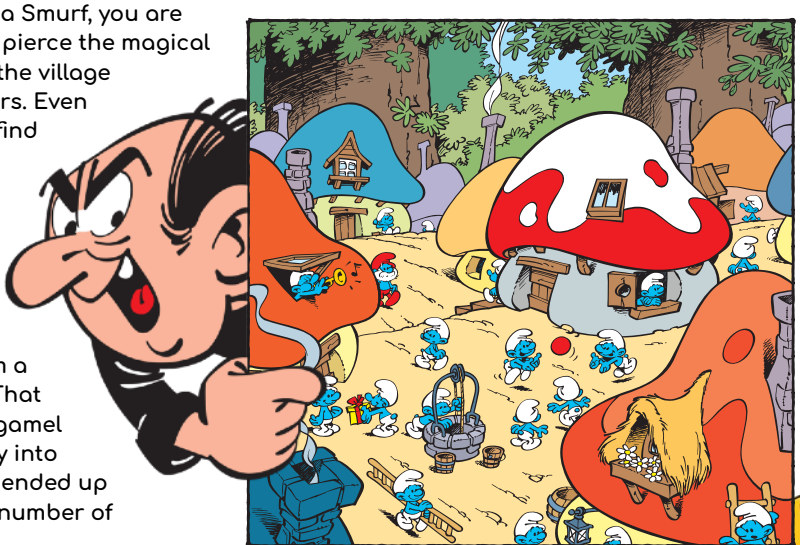
Welcome to Peyo's world of the Smurfs! These little blue creatures, three apples high, are a cultural phenomenon with numerous comics, graphic novels, tv shows, and movies dedicated to them. Now they will have their own tabletop roleplaying game!

So, what in the smurf is a tabletop roleplaying game? You, the Player, get to take on the role of a Smurf in an immersive story. As a Smurf, you will go on adventures, solve mysteries, and help those in need. Your Smurf can be a well-known Smurf or a unique Smurf of your own creation. In addition, a Storyteller takes on the role of describing the world and its challenges to you. So, you need at least two people to play.

This Quickstart Guide will provide you with a sample of Smurfs to play, explain the rules, and provide an introductory adventure for the Storyteller to use.

Setting

The Smurfs live in a place called the Cursed Land. Their village is somewhere smack dab in the middle of it. Unless you are a Smurf, you are very unlikely to pierce the magical veil that keeps the village unseen by others. Even so, the Smurfs find themselves being discovered from time to time. In fact, the Smurf Village is recovering from a recent attack. That old Wizard Gargamel smurfed his way into the village and ended up stomping on a number of Smurf houses, including your own! So, not only will you have great adventures in the Cursed Land but you will also smurf to design and rebuild your Smurf House. The more you adventure, the more resources you will smurf for this task.



The Smurfs

In this Quickstart Guide you will find five characters to choose from: Smurfette, Hefty, Jokey, Smurfblossom, and Clumsy Smurf. If you want to play Papa Smurf or Brainy Smurf, or if you want to smurf your own Smurf you will need to back the t. All of that and more will be smurfed in the full rules.

Smurfs are the stars of The Smurfs RPG. They each have a name that tells us something about them and a motivation that lets us know how they think. Every Smurf has a special power called an Advantage that relates back to their name or motivation statement. Advantages are unique and provide bonuses in certain situations, modify action rolls, or give Equipment special abilities. Refer to the sample character sheets for examples.

What Makes a Smurf a Smurf?

Each Smurf has four attributes that will determine how smurfy they are at something. These attributes have a value from 4 to 12. The basic game mechanic is rolling a number of six-sided dice and adding them up, and if you roll under the attribute value, you succeed. The number of dice to be rolled will be indicated using the notation of "d6." So, "2d6" means roll two six-sided dice. Here are the four attributes:

QUICK (Q): governs all things related to moving around including jumping, climbing, running, sneaking, swimming, digging, and driving or piloting vehicles of all types.

BRAWN (B): governs all things related to stamina and physical prowess including surviving against the elements, tests of bravery, intimidating an opponent, wrestling, or physically hitting someone or something.

MIND (M): governs all things related to seeing and thinking including investigating, fixing, debating, finding, knowing, understanding, unlocking, hacking, and aiming.

HEART (H): governs all things related to empathy and magic including animal handling, persuasion, and casting spells.

Let's Get Smurfing!

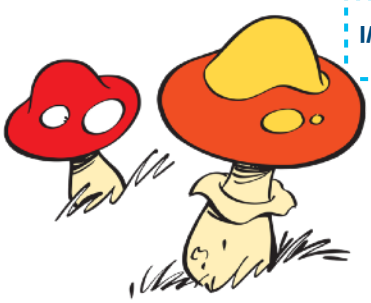
We are ready to dig into how we play the Smurfs RPG. First of all, only the Smurf Players roll dice. The Storyteller does not roll, they simply describe what the Smurfs see, hear, taste, and feel. On a failed roll, they describe the bad effect. On a success, they describe what happens.

Whether you are trying to smurf something like jump across a gap, save a Smurf from a dangerous mushroom man, or defend against that cat Azrael, a Smurf Player rolls a number of d6s based on the level of difficulty assigned by the Storyteller. A simple or routine task should not require a roll.

Actions are resolved by rolling a number of d6s and comparing that number to the relevant attribute plus any bonuses provided by Equipment or Smurfberries. If you roll under that number, it is a complete success. If you roll equal to the number, it is a partial success. If you roll higher than the number, it is a failure.

For most actions that do not involve conflict with others, use this chart to determine difficulty:

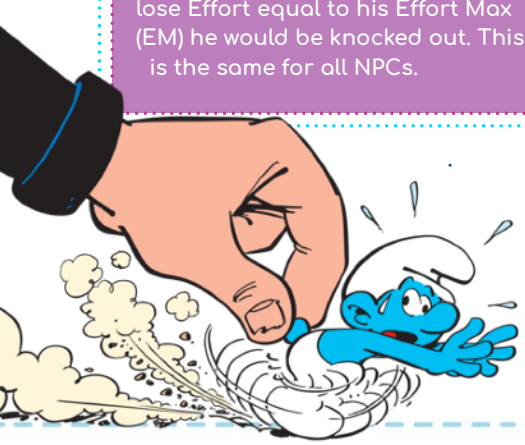
EASY	No action roll required
CHALLENGING	2d6 action roll
DIFFICULT	3d6 action roll
HARD/RISKY	4d6 hard/risky action roll, or base roll without Smurf specialization
IMPOSSIBLE	5d6, or higher, impossible action roll



Remember, circumstances can always lead to more dice being added in difficulty.

The rules are a bit different when you run into Gargamel or come into direct conflict with some other non-player character (NPC). Attacking, defending, or engaging in a physical contest such as avoiding being grabbed is resolved in the same way that all action rolls are resolved, but use the Difficulty Level (DL) of the NPC rather than having the Storyteller assess the task difficulty.

Example: If Gargamel is trying to grab a Smurf, we look to see that Gargamel has a DL of 3d6. The Smurf Player would roll a simple QUICK action roll with a 3d6 difficulty to avoid being grabbed. If we change the situation and our Smurf is trapped in quicksand as Gargamel tries to grab them, the Difficulty Level of 3d6 might be increased by +1d6 or +2d6, to take into account the added challenge of being stuck in quicksand. With any roll, the Storyteller should consider the circumstances and add a number of d6s in difficulty as appropriate. Also, a Smurf Player might even ask to add more d6s to increase the magnitude of effect. In this case, if the Smurf succeeds, increasing magnitude might mean that Gargamel is now himself stuck in quicksand! If Gargamel were to lose Effort equal to his Effort Max (EM) he would be knocked out. This is the same for all NPCs.



- **STEP 1: Determine the base level of difficulty by referencing the NPC's DL.**
- **STEP 2: Storyteller can then add +1d6 or more to the difficulty based on circumstances.**
- **STEP 3: The Smurf Player decides if they want to voluntarily add a +1d6 or more in difficulty to magnify the effect (this can also increase damage).**

Smurfing Effort to To Succeed

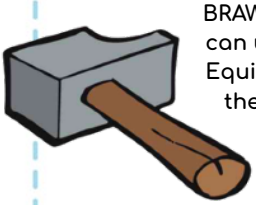
Our Smurfs have a tough game ahead! How can a Smurf succeed if they need to roll under a "6" when they need to roll 3d6 or even more? Smurfs can always apply a bit more Effort to make any task easier. Next to each attribute on the character sheet is an Effort column. A Player Smurf starts the game with Effort equal to their attribute values. Effort can be spent to reduce the difficulty of any action roll, and the difficulty is reduced by 1d6 for each Effort point spent. A maximum of 3 Effort can be spent on an action roll, this is the Rule of Three. Once Effort is spent, move it from the attribute's Effort column to the Spent Effort Pool on the character sheet. Effort must be spent from the attribute that is being used for the action roll. If you are making a QUICK action roll, you can spend Effort from QUICK but not from other attributes.

Running out of Effort in your attributes is not very smurfy. When a Smurf runs out of Effort in one attribute, it will make all of their action rolls +1d6 more difficult. If a Smurf runs out of Effort in a second attribute, they are smurfed and will be unable to perform any actions other than a Smurf Safety Roll.

Smurf Equipment, Smurf Power, and Smurfberries

Smurf Equipment

Equipment has a bonus associated with it that you can add to an attribute when you explain to the Storyteller how you are able to use the Equipment for a task. Each Smurf has a limit of 4 pieces of Equipment that they can carry at any one time. A hammer with a bonus of 2 might be used to help you climb (using QUICK) or to fend off an attacking snake (using BRAWN). Like attributes, you can use Effort associated with Equipment. When you spend all the Effort equal to the bonus, that Equipment is then useless.



Smurf Power

Smurf Power is either active or not. Using Smurf Power allows you to replace one of the difficulty dice to be rolled with the Smurf Power Die. The Smurf Power Die is a d6 but with 5 sides marked with the Smurf symbol and one side marked with the Smurf Critical symbol. Rolling the Smurf Power Die adds 0 to the roll, but if the Smurf Critical is rolled a successful action becomes an amazing absolutely smurfy success. If the action roll fails and the Smurf Critical is rolled, the failure is more terrible than one can possibly smurf. The Smurf Power Die can only be rolled when at least one other standard d6 is being rolled. If a difficulty roll is ever reduced to a single d6, you cannot replace the d6 to be rolled with the Smurf Power Die. Once used, place the Smurf Power die on the inactive area of the character sheet. Finally, Smurf Power is recovered any time a Player rolls all 6s, even if rolling just a single d6 and the Smurf Power Die.

There are two ways that you can use Smurf Power:

1. To reduce the difficulty of any 2d6 or greater action roll action roll by replacing a d6 with the Smurf Power Die.

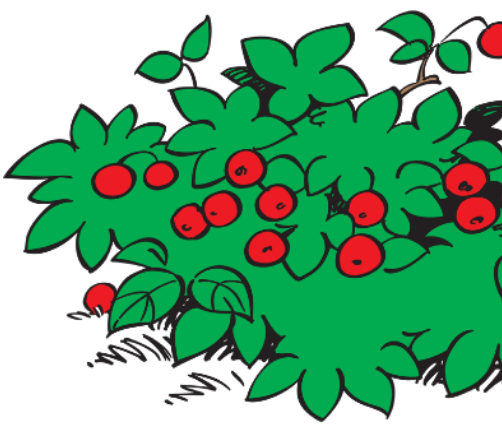
2. To add a fact or other narrative to the story, with the agreement of the Storyteller (for example, a Smurf struggling in a river might spend Smurf Power to say there is a log in the river that they can climb onto).

Smurfberries

Smurfberries are awarded by the Storyteller for great roleplaying. Every Smurf starts the game with 1 Smurfberry. Great roleplaying is playing a Smurf true to a Smurf's motivation, even when it is not helpful. Check out the motivations listed on the sample character sheets. Great roleplaying can also be coming up with a creative solution to a challenge. Paying one Smurfberry to the Storyteller will add a one-point bonus to any attribute for a single roll. Smurfberries are also the only reliable way to heal a Smurf. By paying the Storyteller three Smurfberries, a Smurf Player can add back a point of Effort to their own Smurf or to another Smurf.

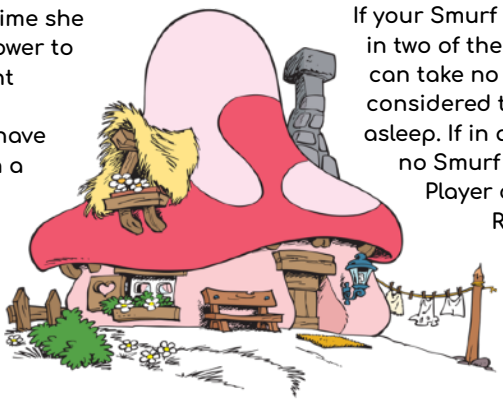
1. Pay 1 smurfberry to add a bonus of +1 to an attribute for a single action roll.

2. Pay 3 smurfberries to recover 1 Effort for any Smurf.



Smurfhouse Effects

On each character sheet, there is a section listing a room or feature that has been rebuilt in each Smurf's house. Some of these give a bonus or power during the game. As an example, Smurfette has rebuilt her Storage Loft. Within the loft she has two pieces of equipment. At any time she can spend Smurf Power to have that equipment appear in an open Equipment slot, or have it switch places with a piece of Equipment already in a slot. Refer to the sample Smurfs in this Quickstart to see how features within a Smurfhouse can support a Smurf while adventuring.



Getting Smurfed

Smurfs can become so tired during game play that they cannot continue. Every time a smurf falls, is hit by dragon fire, or is bitten by a purple smurf, they lose Effort and get closer to being smurfed. Losing Effort is how a Smurf becomes exhausted. The amount of Effort lost by a Smurf Player, who fails a roll where damage can result, is based on the number of dice rolled. A Smurf Player who rolls a d6 and gets a 6 against a roll-under target number of 5 would lose 1 point of Effort (because they rolled a single d6), bringing the Smurf one point closer to not being able to smurf anymore.

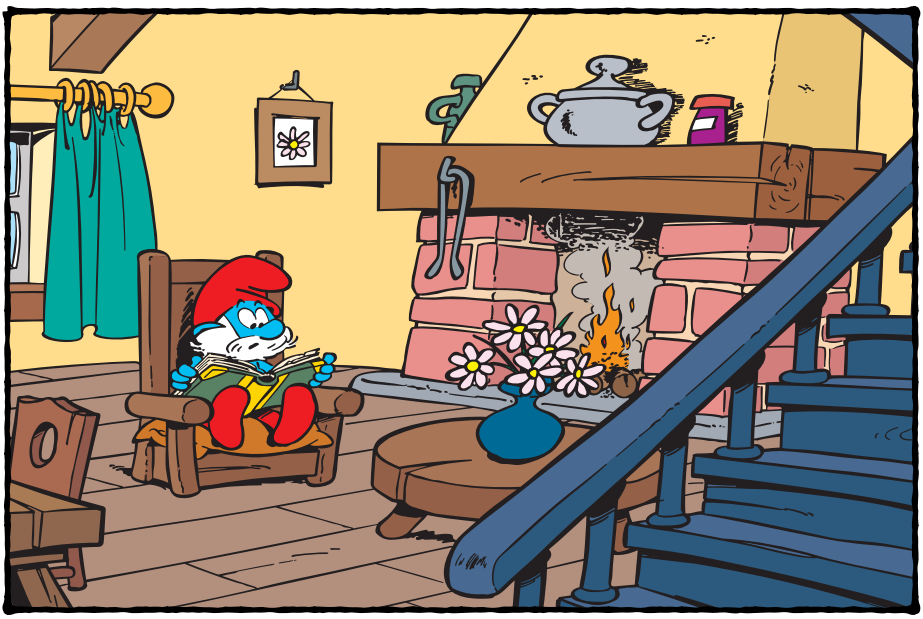
If a Smurf ever smurfs all their effort for two of the four attributes, they can take no further actions and are considered to be knocked out or asleep. For rolls not involving an NPC, but that can result in harm - like falling off a cliff, the Effort lost will be equal to the difficulty level minus 1. A QUICK roll to avoid falling down a hole with a Hard difficulty level of 4d6, would result in 3 lost Effort on a failed roll as the Smurf hits the bottom (4 minus 1 equals 3).

Safety Rolls

If your Smurf ever runs out of Effort in two of the four attributes, they can take no further actions and are considered to be knocked out or asleep. If in a dire situation where no Smurf is able to help, the Player can make a 2d6 Safety Roll. Some conditions might increase this roll by +1d6 or more at the Storyteller's discretion. A successful Safety Roll means that the Smurf wakes up in their own Smurf House, safe and sound. The Player and Storyteller can create a narrative that explains how they got there. The Safety Roll's roll-under number is based on a Player's Smurf House (detailed in the full rules). A Smurf can spend any remaining Smurfberries or Smurf Power to assist with this roll. Safety Rolls have no partial successes. Failure means the Smurf may very well start the next session in a dire situation. Under these Quickstart Rules, consider each Smurf to have a "3" as their Safety Roll number.

Taking Turns and Movement

The Smurfs RPG divides action into moments. A moment can be as long or as short as required for the narrative. The Players go in whatever order they agree to. When a question comes up about who goes first, the Player with the highest QUICK wins. As a general rule, no Player should make more than two rolls before another Player takes their turn.



In The Smurfs RPG, most of the action and story takes place in the imagination of the Players and the Storyteller. However, when positioning is important, distances can be described in zones. There are four zones: Touch, Near, Between, and Far. Within a moment of action, almost all Players in the Touch and Near zones can interact. Depending on the situation, moving to the Between or Far zones to take an action might impose additional difficulty to the action roll: +1d6 difficulty for the Between zone and +2d6 for the Far zone.

The Storyteller and Thorns

In the Smurfs RPG, imagine the Storyteller as Storyteller Smurf telling a great Smurf adventure around the campfire. Also, about smurfberries, for the love of smurf, give out lots and lots of smurfberries!

You should also know that there is a cost to Smurf Power. Any time a Player uses Smurf Power, the Storyteller takes 1 Thorn. The Storyteller may later use Thorns to make things more difficult for the Player Smurfs. The Storyteller begins each session with zero thorns. Thorns symbolize the many enemies of Smurfs working to make things more difficult.

The Storyteller can use a single Thorn in the following ways:

1. Add 1d6 of difficulty to an action roll by describing a new circumstance.

2. Add or remove a story element that adds a complication.

3. Allow an opponent or enemy of the Smurf Players to act first, or to interrupt the action.

4. Cause a piece of Equipment to be lost.

Wrapping-up

You have what you need to take the Smurfs RPG for a trial run. What is not in here? Rules on helping actions, multiple opponents, magic, advancement, Smurfhouse building, and much more, can be found in the core rules. Join the Kickstarter, coming soon, and let's make this a smurftastic success!

Smurfette

Motivation: I will prove that I'm a real Smurf by doing everything I can to help others.

Smurf Power: Yes **Smurfberries:** 1

QUICK 6
BRAWN 4
MIND 9
HEART 5

Advantage: When directly helping others, Smurfette receives a +2 bonus to the action roll's roll-under number.

Equipment: Snacks +2

Smurfhouse: Storage Loft (By spending Smurf Power, Smurfette can add a stored item to her Equipment slots. Smurfette is currently storing: a. 50 feet of Rope +1, and b. a Firefly Powered Flashlight +1)

Spent Effort Pool: 0

Hefty

Motivation: As the strongest Smurf, I will lead the way and protect other Smurfs.

Smurf Power: Yes **Smurfberries:** 1

QUICK 4
BRAWN 12
MIND 4
HEART 4

Advantage: In any test of strength, Hefty receives a +2 bonus to the action roll's roll-under number.

Equipment: Lifting Belt +2

Smurfhouse: Exercise Gym (Once during each adventure, Hefty can recall his workouts in the Exercise Gym to become energized and thus regain his Smurf Power)

Spent Effort Pool: 0

Jokey

Motivation: The best sound is my own laughter.

Smurf Power: Yes **Smurfberries:** 1

QUICK 8
BRAWN 4
MIND 8
HEART 4

Advantage: When using an Exploding Present to accomplish any action roll, Jokey can reduce the difficulty by 1d6.

Equipment: Exploding Present +2

Smurfhouse: Work Bench (Once during an adventure Smurf Power can be spent to create a piece of needed +1 bonus Equipment that instantly fills an Equipment slot)

Spent Effort Pool: 0

Smurflily (Lily)

Motivation: I will do my best to be friends with, and not hurt, any Smurf or other creature.

Smurf Power: Yes **Smurfberries:** 1

QUICK 6
BRAWN 4
MIND 6
HEART 8

Advantage: When using HEART to persuade, calm, or befriend, she reduces the difficulty by 1d6.

Equipment: Giant Flower Petal +2

Smurfhouse: Kitchen (During an adventure, a Smurf with a Kitchen in their Smurf House, always seems to have food available and receives minus 1d6 to the difficulty of any action roll made to find/make food or water)

Spent Effort Pool: 0

Clumsy

Motivation: Despite the fact that I trip, fall, and cause a lot of accidents, I want to help.

Smurf Power: Yes **Smurfberries:** 1

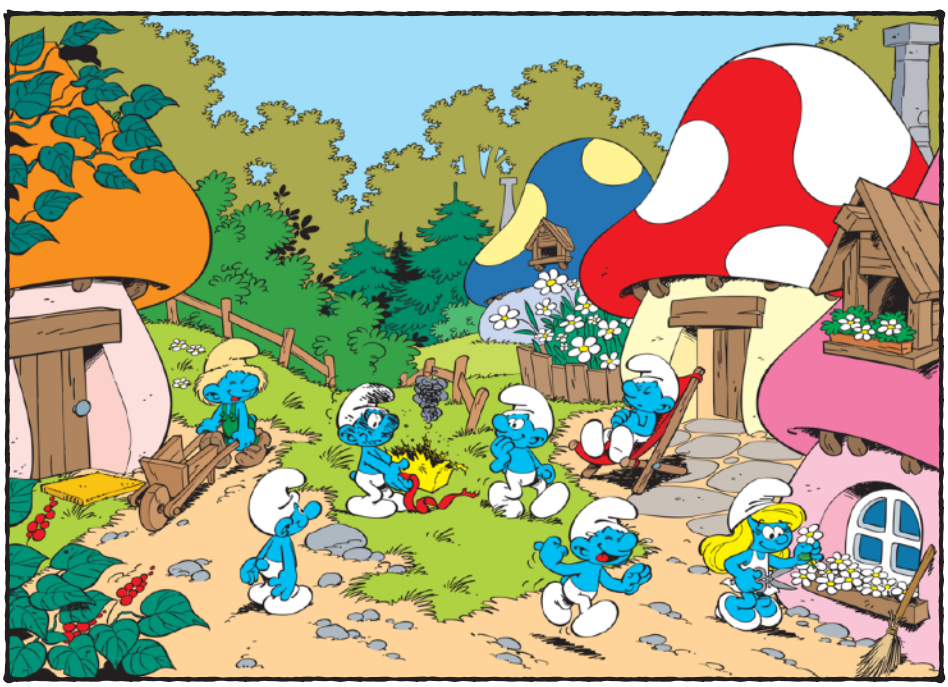
QUICK 6
BRAWN 6
MIND 6
HEART 6

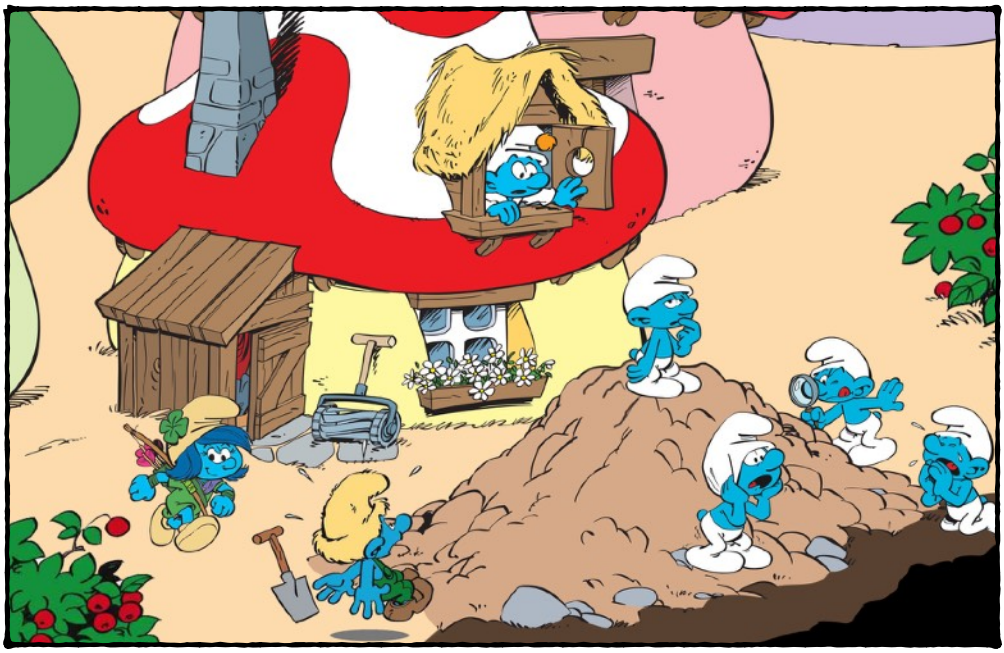
Advantage: Any action roll that fails or succeeds by no more than 1 becomes a partial success instead.

Equipment: Lucky Charm +2

Smurfhouse: Storage Closet (By spending Smurf Power, Clumsy can add a stored item to his Equipment slots. Clumsy is currently storing: a. Honeypot +1, and b. Roller Skates +1).

Spent Effort Pool: 0





Papa Smurf Goes Missing

An Introductory Adventure for The Smurfs RPG

Summary: In "Papa Smurf Goes Missing," the Smurfs awake to find Papa's mushroom house gone. A large hole in the ground is in the space where the house once stood. Smurfs who investigate will find that Papa has been Smurfnapped by intelligent bugs called Bugoofs. Following a trail left by Papa Smurf, the Smurfs will eventually get to Bug City where Papa is, against his will, aiding the sick Queen. When freed, Papa and the Smurfs are whisked back to the Village by the power of Papa's Magic Whistle.

Before gathering their Smurf Players together, a Storyteller should fully read this adventure scenario. At the table, Storytellers should encourage Players to spend Effort to succeed, use their Equipment, and spend those Smurfberries! This adventure is designed to help Smurf Players and the Storyteller learn the rules.

Part I: Papa Smurf Goes Missing

[The Storyteller should read this out loud to the Smurf Players]

"You awake to find the Village alive with activity but, through the cacophony of noise, you hear Smurfs yelling for Papa Smurf. Investigating, you come to a giant hole in the ground. You realize that this is exactly where Papa Smurf's house should be. Smurfs are gathered around the edge of the hole with many of them yelling down into the darkness for Papa Smurf. Looking at you, a Smurf says, 'well aren't you going to smurf something?'"

The hole is deep, more than sixty apples deep, which is a lot for a Smurf. Looking down into the hole reveals nothing. Should a Smurf come up with the idea of shining a powerful light into the dark, it will reveal a smashed mushroom house at the bottom. Smurfs who decide to

descend down into the hole can use a rope, perhaps fly down, or invent some other way to reach the bottom of the hole. The Storyteller should use this opportunity to have every Smurf Player make an action roll (most likely a Difficult 3d6 QUICK roll).

Example:
Smurfblossom decides to go down into the hole, looking for Papa Smurf. She decides to use her Giant Flower Petal like a helicopter and ride it down. Smurfblossom has a QUICK 6, plus 2 for the bonus from the Giant Flower Petal. This gives her a roll-under number of 8. The Storyteller decides that this is a Challenging 2d6 roll. Smurfblossom decides not to spend any Effort, so she rolls 2d6. If her total adds up to less than 8, Smurfblossom floats down successfully. If she ties by rolling a total of 8, Smurfblossom will suffer a complication, such as losing control of the Giant Flower Petal and having it spin off into a side tunnel. If she fails, rolling more than 8, Smurfblossom will end up falling off the Giant Flower Petal and then lose a point or more from QUICK based on the difference between her roll and the target roll-under number. The Storyteller should consider awarding Smurfblossom 1 Smurfberry for such a cool idea, whether or not she is successful.

Reaching the wreckage at the bottom of the hole, Smurf Players will notice that there is a dim light allowing them to see. They are in a tunnel and a glowing fungus on the walls and ceiling provides dim light. The Smurfs may choose to look for clues in the wreckage of Papa Smurf's house. Papa Smurf had a lot of stuff smurfed away and items from the destroyed lab are scattered about. A MIND action roll is required to investigate the wreckage of the house. Each Smurf can only search one time. This is a 3d6 roll due to the dim light.

- The first successful MIND roll will reveal a pouch with a whistle in it. The pouch has the following words written on it: "Blow this whistle and you will return to Smurf Village." Of course, the whistle only works for Papa Smurf.
- The second Smurf Player's successful MIND roll will reveal one of Papa Smurf's potions, safe in an unbroken glass beaker. A red liquid swirls within the beaker. A 4d6 HEART action roll will be required to determine what effect the red potion has. On a successful action roll, have a Smurf Player roll a d6: 1-3 and the potion increases a Smurf's QUICK by +2 for several moments; 4-6 and the potion will make the Smurf double their height giving them a +2 to BRAWN with the effect lasting for several moments.
- A third successful 3d6 MIND action roll will reveal a firefly lantern covered by a hood. When uncovered, the lantern casts bright light up to the Between distance.
- Any additional successful searches will reveal a piece of equipment with a +1 bonus. The Storyteller can invent the item on the spot or ask the Smurf Player what they found.

Example: Hefty decides to search the wreckage. He has MIND 4. Hefty has no other bonuses. He has no light other than the dim light of the fungus and the Storyteller lets him know that this will be a Difficult 3d6 action roll. Hefty wants to succeed so he decides to spend 2 points of Effort from MIND. This reduces the number of dice to be rolled to 1d6. Hefty decides to use a Smurfberry, too; this gives +1 to the roll-under number of 4. Hefty now needs to roll under a 5 with a 1d6 roll.

Any Smurf who successfully searches for tracks will find Papa Smurf's footprints walking away from the wreckage and down the tunnel. Papa Smurf's tracks are surrounded on either side by giant bug tracks. If the Smurf Players brought a light, this is a simple 2d6 MIND action roll, but, if relying on the dim fungus-made light, the roll gains +1d6 in difficulty, making it a 3d6 MIND roll.

Once the Smurf Players decide to set off after Papa Smurf they will walk forward for many minutes before the path splits, giving them three choices. Papa Smurf's tracks are no longer visible once the Smurf PCs reach this point.

Part II: The Two Paths

"You turn a corner and the tunnel abruptly ends at the edge of a cliff. Before you is a wide empty expanse and, in the dim light, you are unable to see the other side."

First Path: "To the left, intertwined webs create a makeshift bridge that extends out into the darkness."

The Smurfs might decide to climb across the gap, using the bridge of webs. If they do so, when they are halfway across and can spot the other side, they are attacked by Smurf-sized spiders that drop down from above [Spiders EM3/DL3d6]. Any attempt to use QUICK to get away will start at the Spider's DL of 3d6, plus 1d6 in difficulty due to the sticky webs. Other circumstances can raise or lower the difficulty. The Spiders will try to capture the Smurfs in their webs, attacking nearby Smurfs with the same DL3d6.

Example: The Storyteller describes the Spiders dropping down. Clumsy decides to help everyone by distracting the Spiders. Clumsy uses his Smurf Power to place the Honeypot +1 from his Smurf house Storage Closet into his Equipment. Clumsy then throws the pot, aiming for a spot nearby that is not too close to the Smurfs. He hopes to attract the Spiders to the Honeypot +1. Because he is aiming, this is a MIND action roll. Clumsy has a MIND 6, and he also grips his Lucky Charm +2, as he throws the Honeypot +1. This gives him a roll-under number of 9. The Storyteller lets Clumsy know that it will be a Difficult 3d6 to get the attention of the Spiders with the Honeypot. Clumsy asks for the difficulty to be raised to 5d6 so that, if successful, he will distract all the Spiders. Clumsy decides to use 3 Effort from MIND, reducing the roll to 2d6. Clumsy's Advantage makes any success or failure by 1 into a partial success. As a result, if Clumsy gets below an 8 (roll-under number of 9), then he succeeds and all the Smurfs will get away easily. If he rolls a partial success (with an 8, 9, or 10) he might find that not all the Spiders fell for it. If he fails with an 11 or higher, the Honeypot might explode, increasing the difficulty due to the sticky honey by 1d6 for everyone! Since Clumsy used Smurf Power, the Storyteller will take +1 Thorn.

Getting away from the Spiders, the Smurfs will reach the other side safely. There, a tunnel leads to a ledge overlooking the

Bugoof Hive. See the Ledge Entry Point in the next section to continue. Should any Smurf not escape because they have smurfed two attributes (used all their Effort), they will be wrapped in silk by the Spiders and pulled up into the darkness above.

Second Path: "Directly in front of the Smurfs is a cliff. Looking over the edge reveals nothing but empty blackness below."

A Smurf Player who makes a successful 2d6 MIND roll (plus 1d6 if the Smurfs do not have a light) will reveal a path, spiraling downwards, cut into the side of the cliff. This is a challenging path that will require a 2d6 QUICK action roll to navigate. Those who fail their roll will fall and lose Effort equal to the difference between the target roll-under number and their roll total from their QUICK attribute as damage. If this happens, refer to the River Entry Point in the next section to continue. Those who successfully make their rolls may continue on. A partial success will result in the loss of a piece of Equipment or an item found in the wreckage of Papa Smurf's lab.

The Smurfs make it down the cliff before entering a tunnel that leads to a beautiful valley of mushroom trees. A path leads through the middle of the valley. Should a Smurf touch any of the mushrooms, they will see a fine mist of spores heading in their direction. This will require a Difficult 3d6 QUICK, BRAWN, or MIND roll to avoid the effect of the spores. Let the Smurf Players tell you how they avoid the effects. A failure roll means that a Smurf will immediately fall asleep and lose 2 Effort from the attribute they used for their action roll.

At the halfway point of their journey through the valley, or immediately after a Smurf is put to sleep, little worms and scuttle bugs start moving in the opposite direction of the Smurfs, leaving the valley by entering the tunnel that the Smurfs just emerged from. Then the ground starts shaking. Ahead of the Smurfs, a herd of Tank Bugs (EM6/DL4d6) tramples the valley mushroom trees and heads in the direction of the Smurf Players. The Smurfs will need to save any Smurf who is asleep; this adds +1d6 to any action they attempt. A Challenging 2d6 MIND action roll will allow a Smurf to see a gap in the valley wall in which to hide. A 2d6 QUICK roll will allow a Smurf to get there before the Tank Bugs.

If a Smurf decides to stand their ground against the Tank Bugs, they could use BRAWN or even HEART to withstand the herd. The Smurfs may come up with other ideas, such as riding the Tank Bugs or some other solution. If so, assign a difficulty roll between Hard and Impossible and let them smurf for it! Once the Tank Bugs pass, the Smurfs can continue forward and will soon find themselves at the gate to Bugoof City [see the Gate Entry Point in the next section]. Any Smurf who is knocked out due to having their attributes smurfed will need to be carried out of the valley by the other Smurfs.

Example: If Smurfette decides to calm the stampeding Tank Bugs (EM6/DL4d6), this requires a 4d6 HEART action roll to calm one Tank Bug. The Storyteller lets Smurfette know that she can add 1d6 to magnify the effect and calm all the Tank Bugs for a total of a 5d6 action roll. Smurfette has HEART 5. Smurfette also has Snacks +2 and she describes how she will use the Snacks +2 to calm the Tank Bugs. In addition, Smurfette has an Advantage that gives her a +2 bonus when helping others. This gives Smurfette a roll-under number of 9. She decides to use her Smurf Power to replace a d6 with the Smurf Power Die, reducing the roll to 4d6 plus the Smurf Power Die. She also decides to spend 3 Effort from HEART to reduce the roll by another 3d6. Smurfette with a roll-under number of 9, will succeed when she rolls the remaining 1d6 plus the Smurf Power Die, no matter what. The Storyteller will get +1 Thorn because Smurfette used Smurf Power.

Part III: Entering Bugoof City

Bugoof City is the hive-like home of the Bugoofs and is situated inside a giant cavern. The Bugoofs are Smurf-sized insects that have their own language and society. They are ruled by the Queen Bugoof. The golden mounded city of the Bugoofs is made out of a rigid honeycomb-like material that glows. The city has twelve circular levels stacked on top of each other. The top level is the Queen's throne room and this is where Papa Smurf is being held.The Queen is sick and the Bugoofs, who have learned of Papa Smurf, hope that he can help.

Bugoof City is a busy place, with lines of Bugoof and Tank Bugs moving in and out of the city. Flying Bugs regularly land and take-off from the city.

Ledge Entry Point: "Safe from the spiders, you make your way through a tunnel until you reach a ledge overlooking Bugoof City, a golden hive of activity."

From here the Smurfs can make a 2d6 MIND roll to get additional details about Bugoof City, such as where the Queen is, based on the hive activity. By looking around, which is an Easy task, Smurfs will be able to see that the flying insects have riders on their backs. The Smurfs will also see that below them, several Fly Bugs (EM4/DL2d6) are sleeping. From here the Smurfs could decide to climb down to the Gate Entry Point, rig a zip line from the ledge to the top levels of Bug City, or even ride the Fly Bugs to the city. They might even go back to collect spider thread and use that as material for ropes or even parachutes. Whatever the Smurf Players decide, they will eventually end up smurfing into the city. The Storyteller should work to assign an appropriate difficulty level to action rolls using their best judgment.

River Entry Point: "You fell from the ledge, falling and falling, hitting the water with a painful smack."

To navigate this treacherous waterway, Smurfs who fell in will need to make a Difficult 3d6 QUICK action roll. A success allows the Smurf to swim to a golden honeycomb wall, which turns out to be the outside wall of Bugoof City. Smurfs can try to climb it with a Difficult 2d6 QUICK action roll, or to break through the wall using a Difficult 2d6 BRAWN action roll. Climbing will bring them to The Gate Entry Point (see below). Breaking through the wall will allow them to climb through and into the city.

The Gate Entry Point: "You arrive at a door. The door has a visible lock that seems to require a key."

The Smurfs who arrive at this gate can make a MIND action roll to open the lock, using whatever tools they have. A Smurf with technical skills or a useful piece of Equipment will do this at a Challenging 2d6 level. Those with no technical skills (like Hefty) and no relevant Equipment will have to make a Hard 4d6 action roll. Once through the gate, the Smurfs will find themselves in the city. Of course, the Smurf Players may invent other creative ways to get inside - this should be encouraged.

Once in the city, the Smurfs will each need to make two Challenging 2d6 QUICK rolls to travel, while remaining hidden, through the tunnels and corridors of Bugoof City before they reach the top level and find Papa Smurf. Should any Smurf fail one of the two QUICK rolls, they will encounter two Bugoof sentries (EM2/DL3d6). The Bugoof will try to capture the Smurfs or quickly leave to alert all of Bugoof City.

Example: Jokey fails his QUICK roll and is confronted by a Bugoof Sentry who attacks him. Jokey decides to defend himself by holding up an Exploding Present +2. The Bugoof has a DL3d6 meaning the difficulty of this attack is 3d6. Jokey has a BRAWN 4. Combined with the Exploding Present +2, this gives Jokey a 6 for a roll-under number. Jokey spends 1 Effort from his Exploding Present bonus, then remembers that his Advantage allows him to reduce any action roll involving his Exploding Present by 1d6. The 3d6 roll is reduced by 2d6 to become a 1d6 roll. If he succeeds, the Exploding Present will do a number of Effort points in damage to the Bugoof equal to the difference between the roll-under target number and the total value of the dice rolled. Since the Bugoof Sentry has an Effort Max (EM) value of just 2, this might be enough to knock out the Sentry. Of course, this might be a good time for the Storyteller to spend 1 Thorn to make this roll more difficult, or perhaps to have additional guard show up. Also, the Storyteller might give 1 Smurfberry to Jokey for such a great use of the Exploding Present.

Eventually, any Smurfs who pass these challenges should make it to the Queen's chamber and Papa Smurf.

Part IV: Concluding the Adventure

Success: Papa Smurf will greet the Smurfs and explain that he healed the hurt Queen (EM8/DL4d6) but that the Bugoof Guards (EM4/DL3d6) refuse to let him go. If the Smurfs have Papa Smurf's Whistle, they can simply hold hands and Papa Smurf can blow the whistle to return every smurf safely to the Village. Without the whistle, they will need to either escape or convince the Bugoof Queen to let them go. Escaping means another adventure to get home. If the Smurfs attempt to persuade the Queen to let them go, since the Smurfs do not speak the Bugoof language, a Smurf Player should be encouraged to act out what they want to communicate before making an action roll. If successful, the Queen will order her guards to take the Smurfs back home.

Failure: If the Smurfs fail to escape, meaning they all got smurfed, they will need to make a 2d6 Safety Roll and roll under a 3! Smurf Power and Smurfberries can be used. If the Safety Roll is successful, they will awake in their beds in Smurf Village. In the village they will hear the sounds of construction. Investigating, they will see Papa Smurf overseeing the rebuilding of his house with the giant hole now filled in. Papa Smurf will approach the Smurfs to check if they are alright. He will explain that after convincing the Queen to set him free, he found each of the Smurfs and, with the help of his new friends the Bugoofs, he got them all home to safety. For those who fail the Safety Roll, they will awake in Bugoof City Jail, set for their next adventure to get back to Smurf Village.

A Note on Advancement

In the full game, Smurf Players earn Build Points (BPs) at the end of each adventure. BPs are used to advance Smurf characters. Check out the full game to learn more about Smurf Player advancement.

THE SMURFS Roleplaying Game

Build Points

Total

Spent

Smurf Name

Motivation

SMURF POWER!

Inactive

Active

STATs

Quick — Effort

Mind — Effort

Brawn — Effort

Heart — Effort

Advantage

Equipment

	Bonus	Effort
1.		
2.		
3.		
4.		

Smurfberries

Effort Spent

THE SMURFS™ Roleplaying Game

MAESTRO MEDIA

© Peyo - 2024 - Licensed through Lafig Belgium - www.smurf.com